



Main.java

```
1 // Item class
2 public class Item {
3     // Protected instance variables
4     protected int location;
5     protected String description;
6
7
8
```

Main.java

```
1 class Item {
2     private int itemId;
3     private String itemName;
4
5     // Constructor that takes an integer and a String as arguments
6     public Item(int itemId, String itemName) {
7         this.itemId = itemId;
8         this.itemName = itemName;
9     }
10
11     // Getters and setters (if needed)
12     public int getItemId() {
13         return itemId;
14     }
15
16     public void setItemId(int itemId) {
17         this.itemId = itemId;
18     }
19
20     public String getItemName() {
21         return itemName;
22     }
23 }
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6     public Item(int itemId, String itemName) {
7         this.itemId = itemId;
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12     public int getItemId() {
13         return itemId;
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16     public void setItemId(int itemId) {
17         this.itemId = itemId;
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21         return itemName;
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23 }
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